

VF: Visual Fidelity
 $(VF_{score} = VF_1 + VF_2 + VF_3 + VF_4 + VF_5 + VF_6)$
The degree to which the physical equivalent and the virtual object look similar in terms of visual display.

$$(VF_{score} = VF_1 + VF_2 + VF_3 + VF_4 + VF_5 + VF_6)$$

The degree to which the physical equivalent and the virtual object look similar in terms of visual display.

I felt that the dimensions (size/thickness) of the virtual object were the same as the real-world equivalent.

[illegible]

V1-2: Detail Level
I felt that the virtual object was as detailed as the real-world equivalent (in terms of minor structure, decorations, markings, and other types of geometric detail that can be perceived visually).

[illegible]

I felt that the virtual object surface colour/pattern appeared the same as the real-world equivalent.

[illegible]

VI-4: Opacity/transparency/reflectivity
I felt that the virtual object was as opaque/ transparent/reflective as the real-world equivalent.

[illegible]

I felt that the virtual object looked physically the same as the real-world equivalent (in terms of perceived rigidity, ability to deform or bend itself, etc.)

[illegible]

VI - Identity Match
I felt that the virtual object looked identical to the real-world equivalent.

[illegible]

